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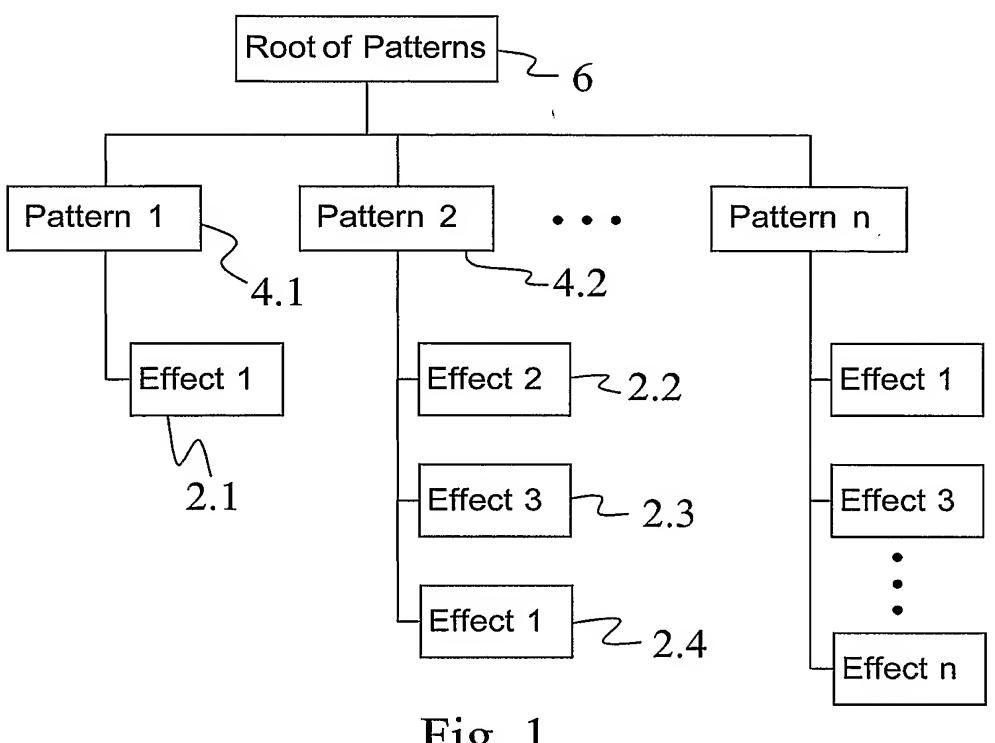


Fig. 1

<RootOfPatterns> <Pattern name="Example pattern"> <Effect name="Long" intensity="60" time="1000000"> </Pattern> </RootOfPatterns>

Fig. 2

<RootOfPatterns> <Pattern name="Example pattern"> <Effect name="Long" intensity="60" time="1000000"> <Effect name="Pause" intensity="0" time="500000"> <Effect name="Short" intensity="60" time="10000"> </Pattern> </RootOfPatterns>

Fig. 3

Xml -file

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RunVibraEffect

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VibraEngine

```
<RootOfPatterns>
      <Pattern name=''Example pattern 1''>
             <Effect name="Long" intensity="60" time="1000000">
<Effect name="Pause" intensity="0" time="500000">
<Effect name="Short" intensity="60" time="10000">
      </Pattern>
      <Pattern name="Example pattern 2">
             <Effect name="'Weak and Long" intensity="20" time="1000000">
      </Pattern>
</RootOfPatterns>
                               Fig. 4
 <?xml version="1.0" standalone="yes"?>
 <!DOCTYPE RootOfPatterns SYSTEM "">
 <RootOfPatterns>
       <Pattern name="Example pattern 1">
              <Effect name="Long" intensity="60" time="1000000">
 <Effect name="Pause" intensity="0" time="500000">
 <Effect name="Short" intensity="60" time="10000">
       </Pattern>
       <Pattern name="Example pattern 2">
              <Effect name="Weak and Long" intensity="20" time="1000000">
       </Pattern>
 </RootOfPatterns>
                               Fig. 5
                                        XMLVibraPlayer
        XMLRecognizer
                                            Container
                                                                230
                                                    Play()
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               ▼ Xml data
                                        XMLVibraPlayer
                                           Document
```

Fig. 6

Xml data

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